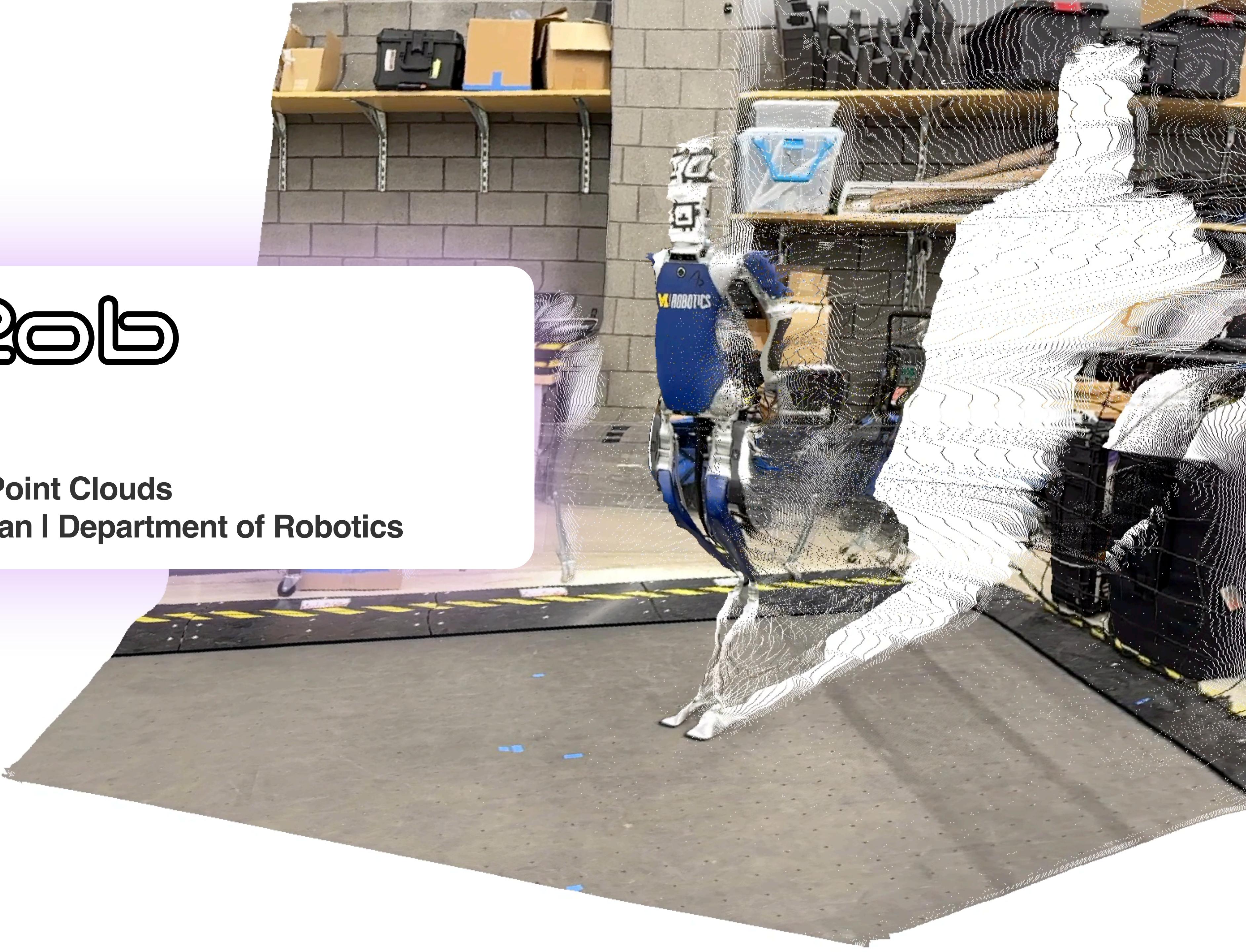




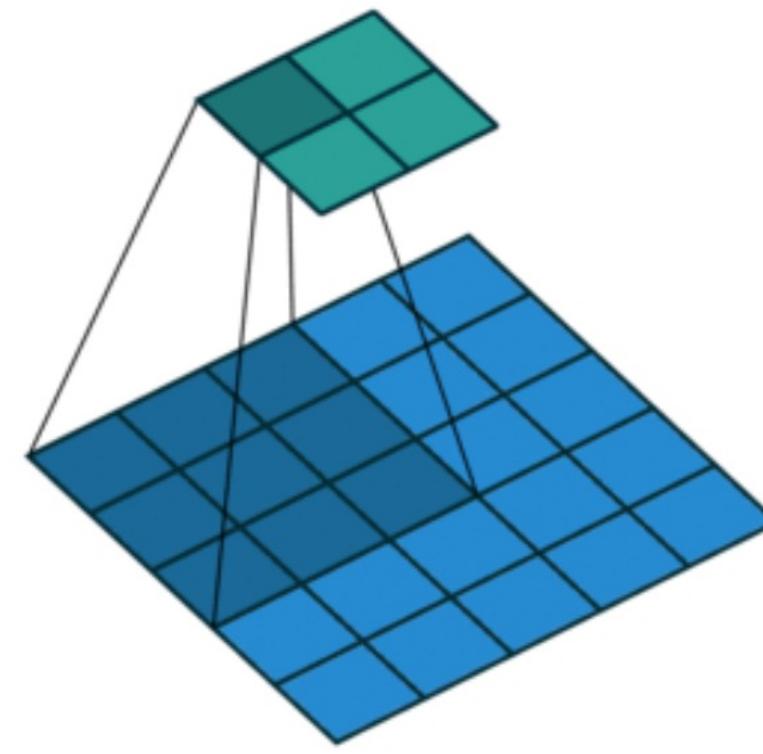
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# Recall: 2D representation



Convolution

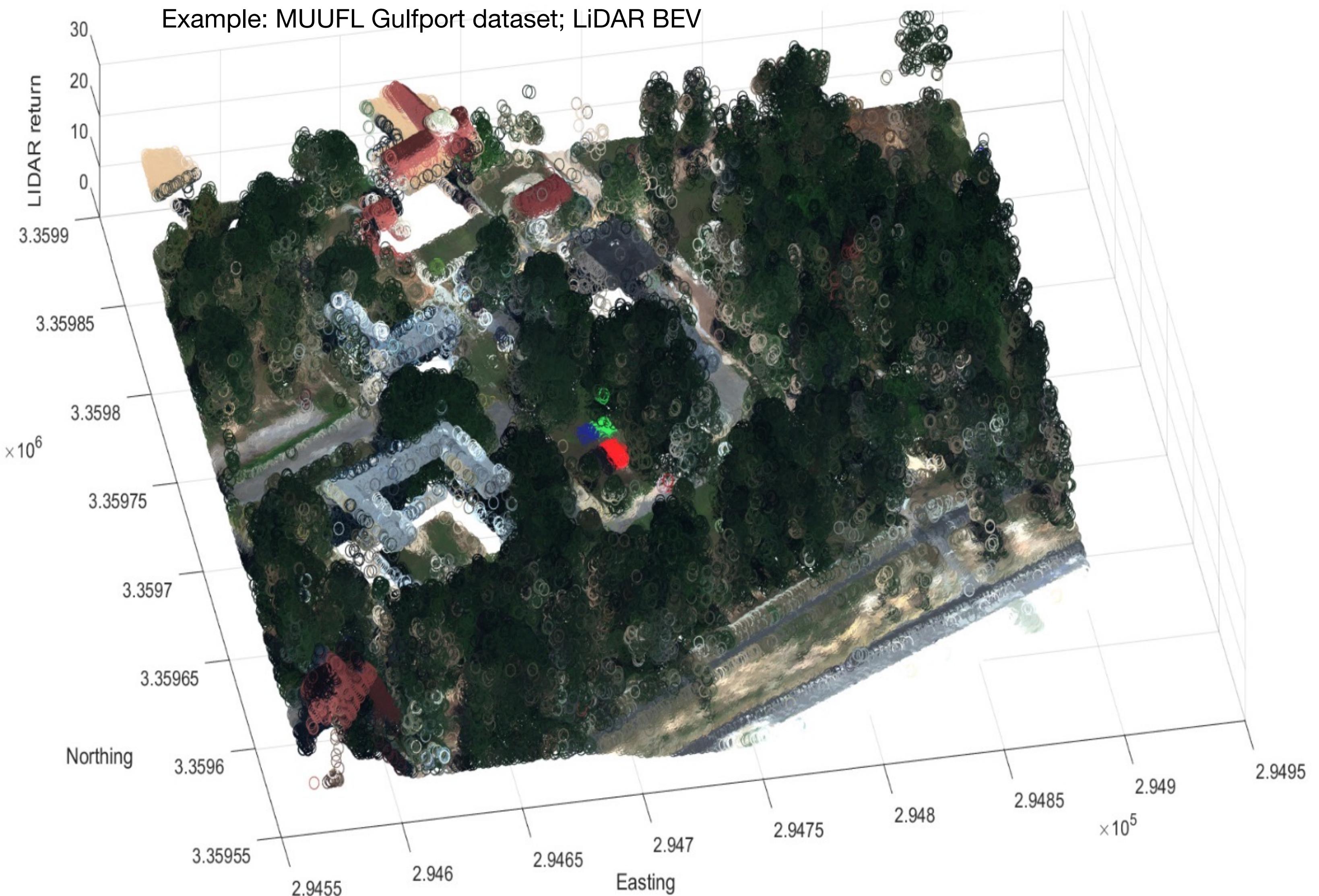
2D pixel-grid





# 3D Vision

## 3D Point clouds

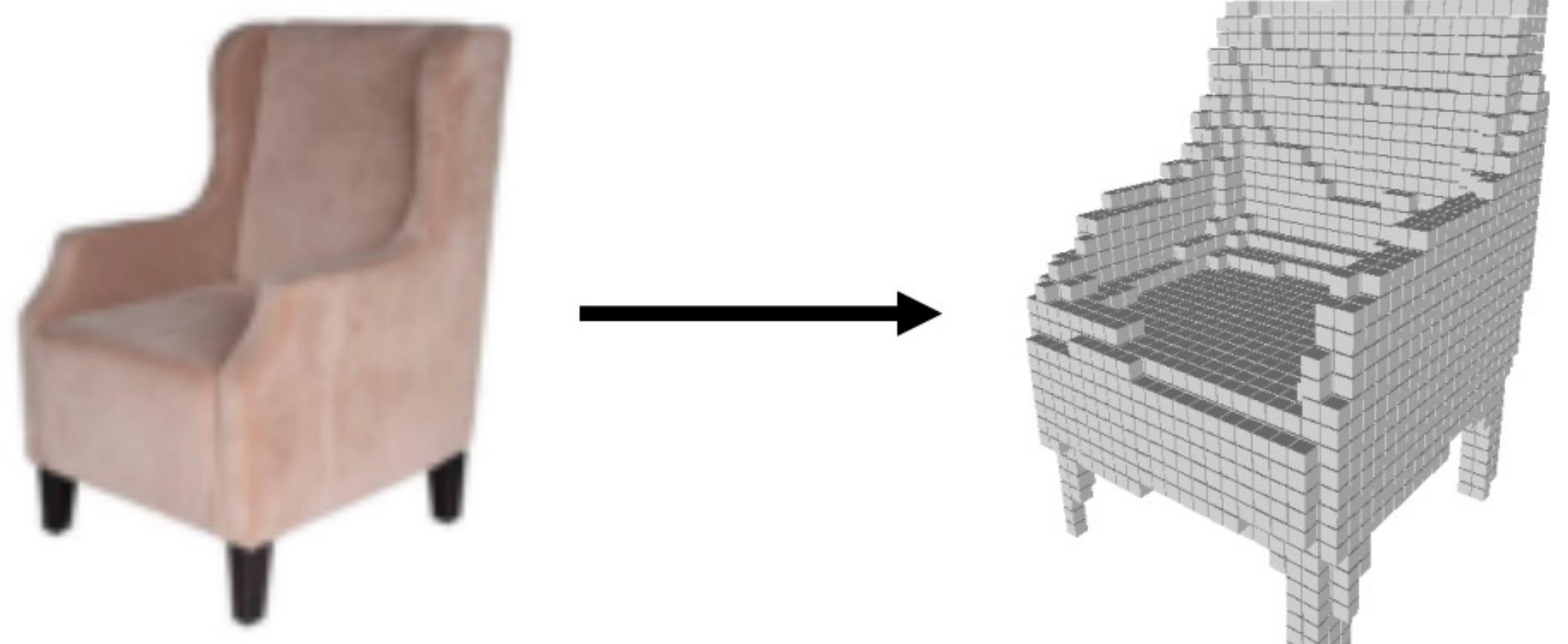




# 3D representations

## Voxels

Represent a shape with a  $V \times V \times V$  grid of occupancies (in 3D!)



### Limitations:

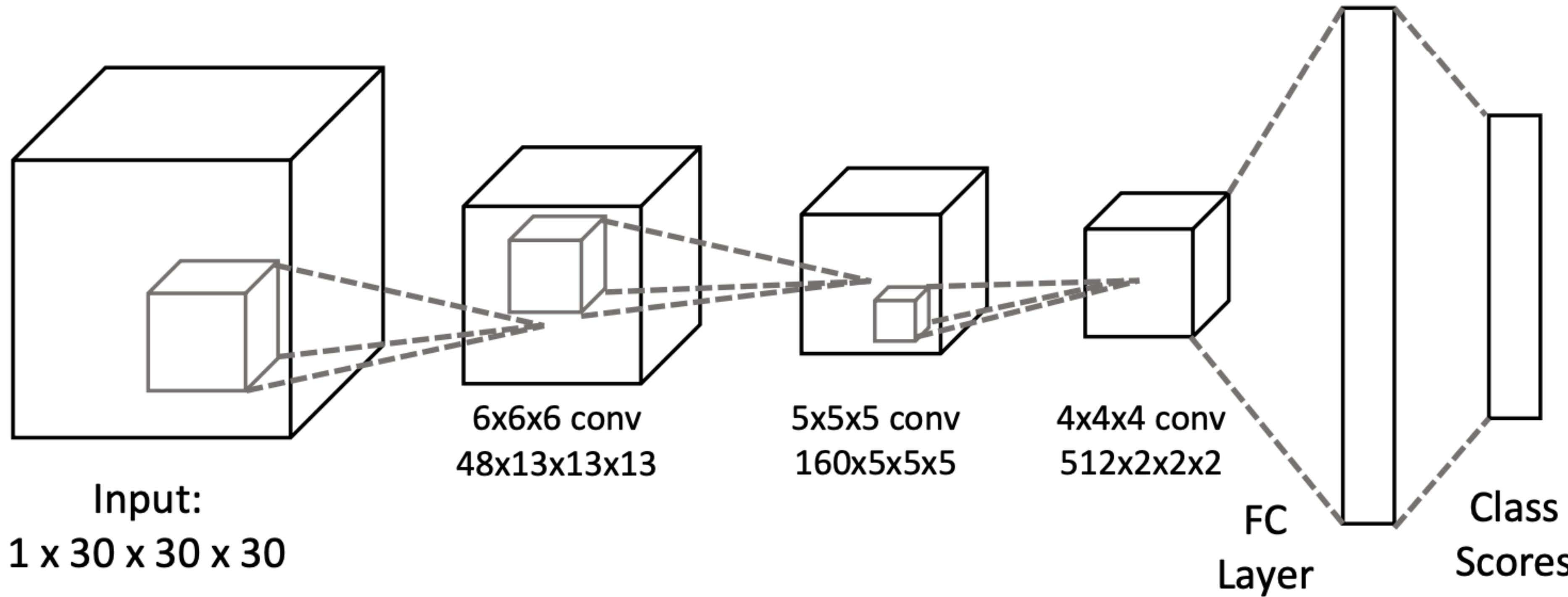
- Need high spatial resolution to capture fine structures
- Scaling to high resolutions is nontrivial!



# Processing Voxel Inputs

- 3D Convolution

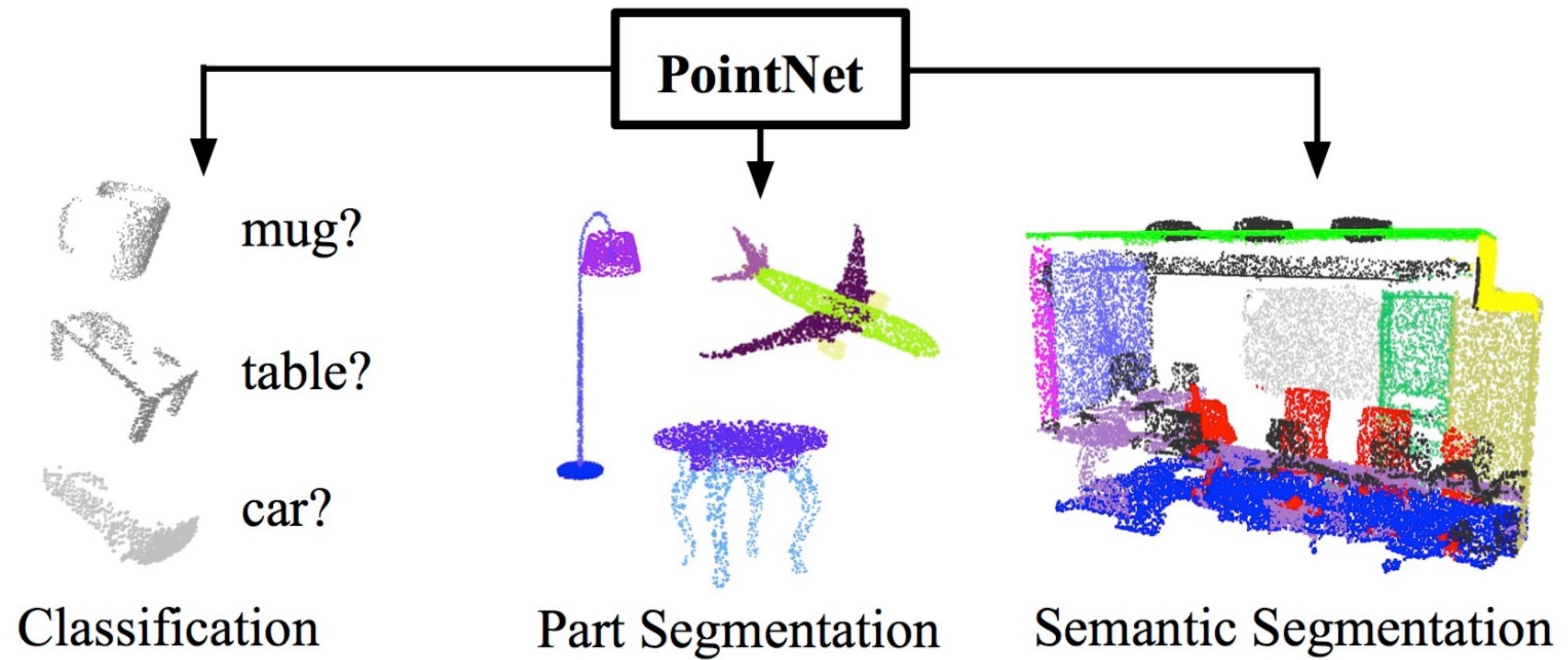
```
torch.nn.functional.conv3d(input, weight, bias=None, stride=1, padding=0,  
dilation=1, groups=1) → Tensor
```





# PointNet

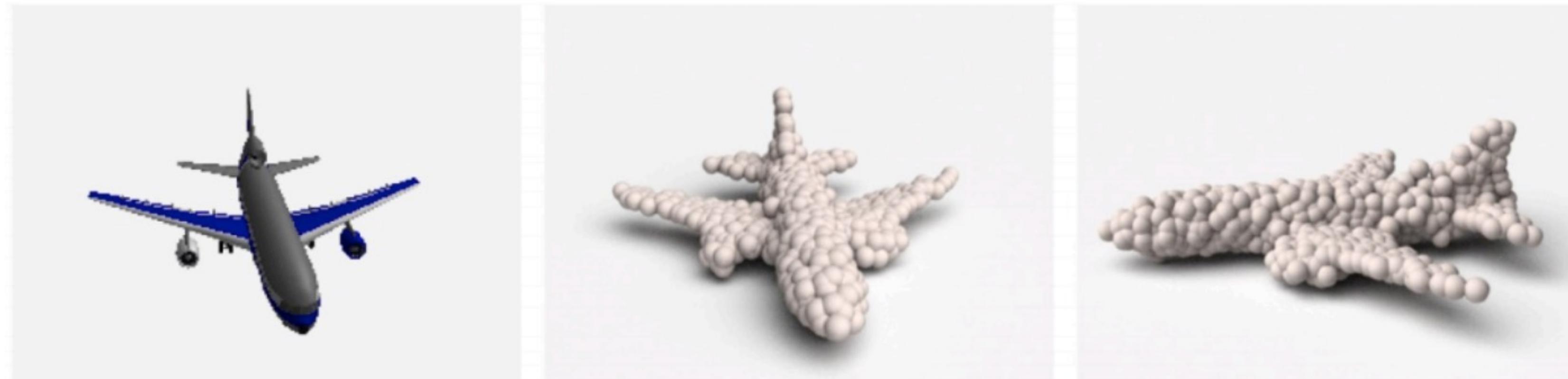
- LiDAR-based 3D perception
- Input: Point Cloud (set of points)





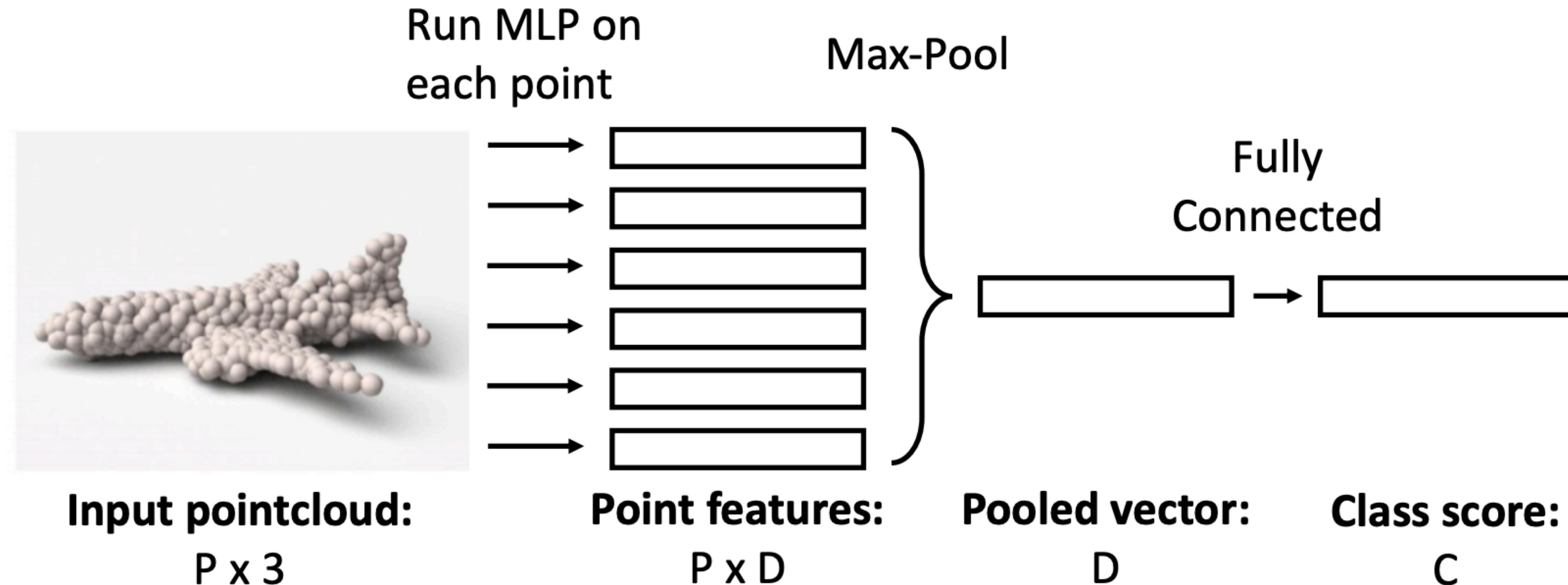
# PointNet

- Pros:
    - Only using a set of points as input (no need for voxelization or rendering )
    - Can represent fine structures without huge numbers of points
- \*Order does not matter!  
\*Invariance & Interaction





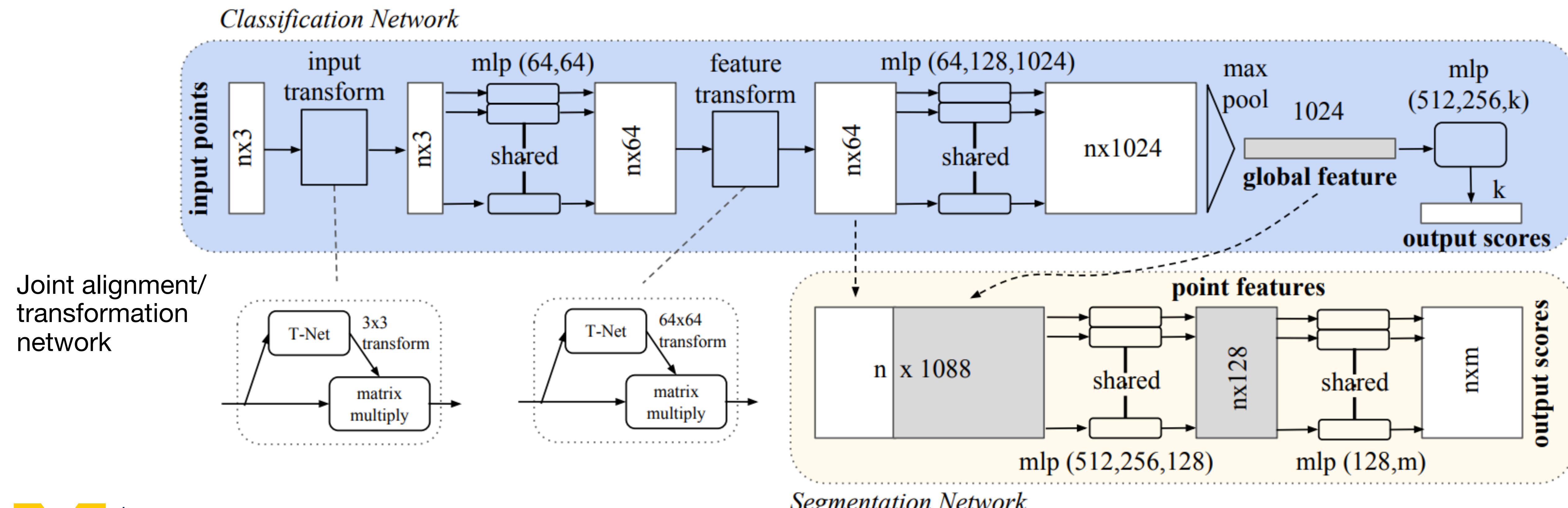
# PointNet





# PointNet

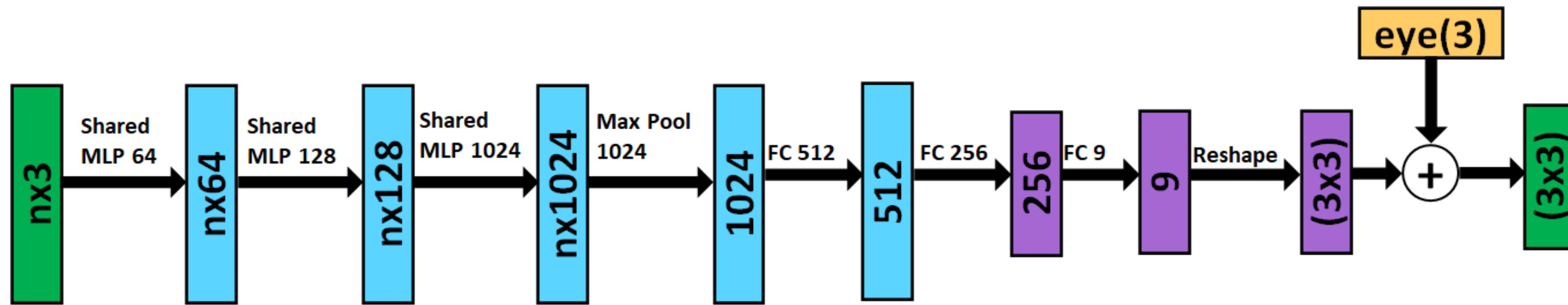
- Architecture





# PointNet

- T-Net

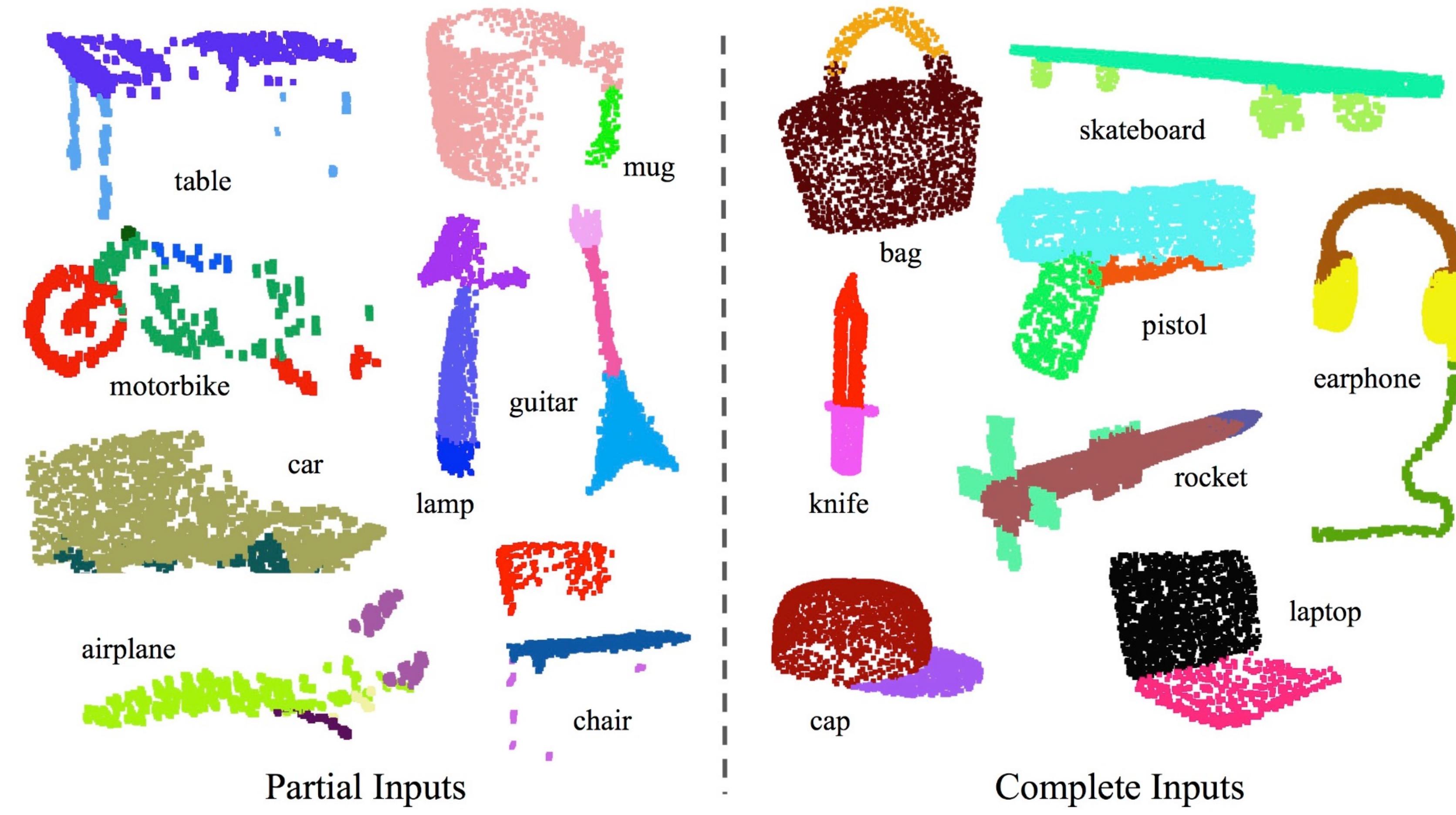


Joint alignment/  
transformation  
network



# PointNet

## Object Part Segmentation Results





# PointNet - semantic segmentation results

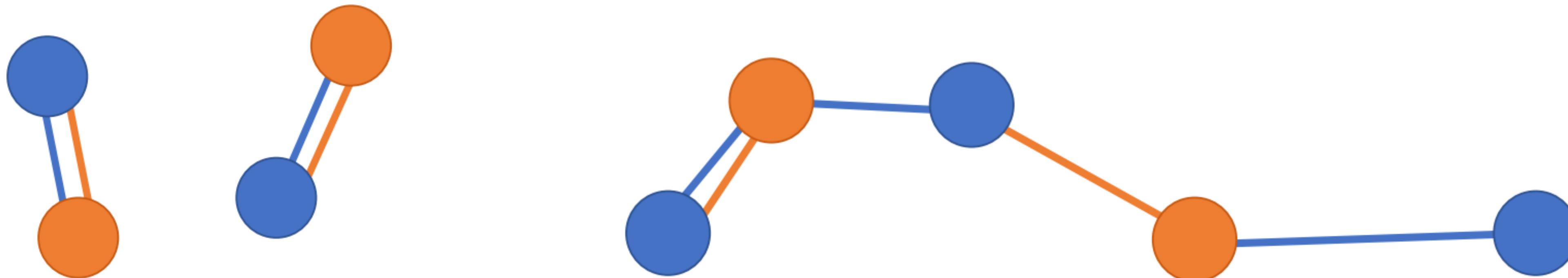




# Loss function for point clouds

**Chamfer distance** is the sum of L2 distance to each point's nearest neighbor in the other set

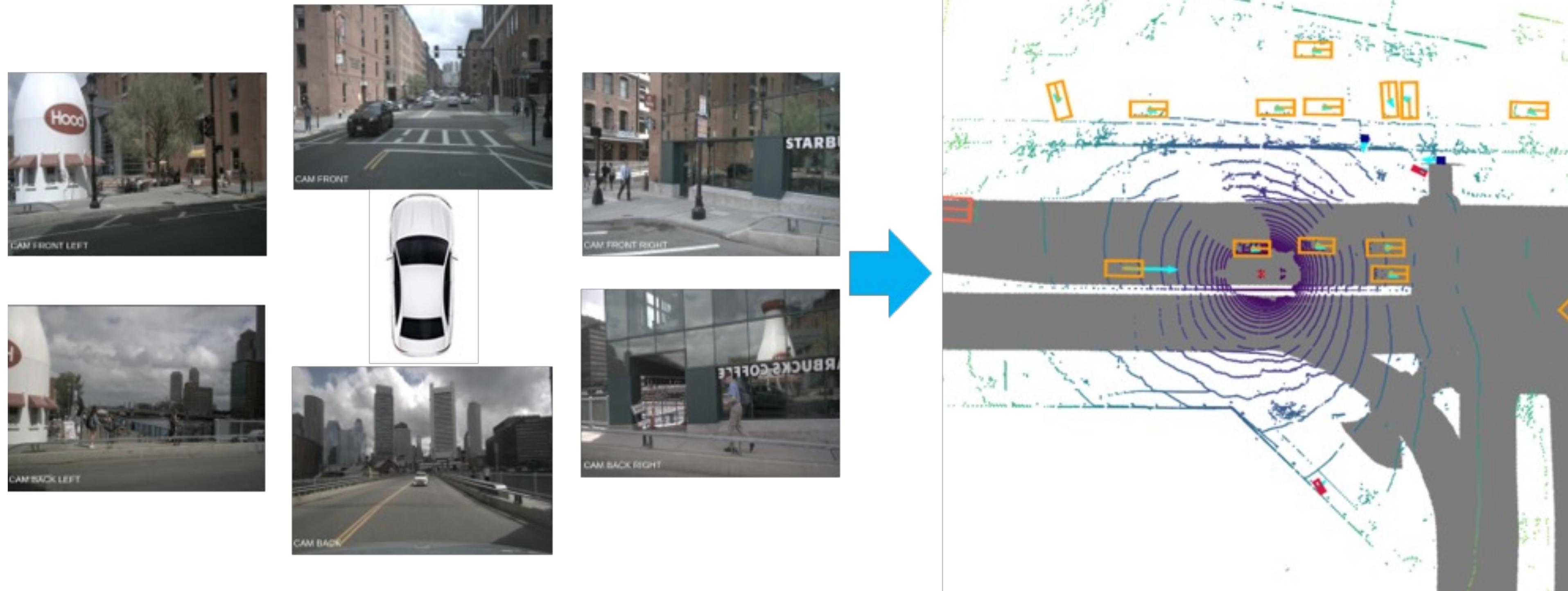
$$d_{CD}(S_1, S_2) = \sum_{x \in S_1} \min_{y \in S_2} \|x - y\|_2^2 + \sum_{y \in S_2} \min_{x \in S_1} \|x - y\|_2^2$$





# DETR 3D

- Camera-based 3D perception (BEV)
- Input: 2D Camera images

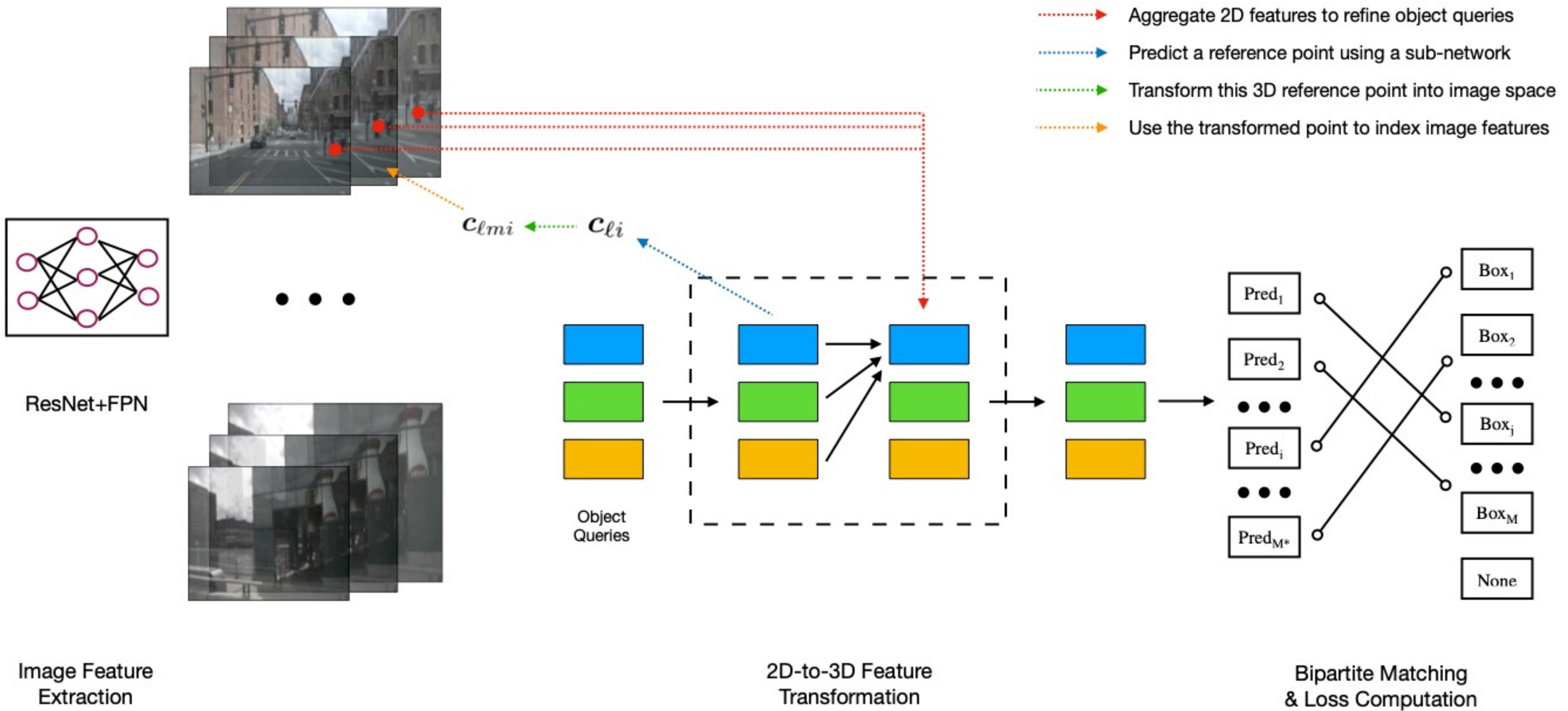




# DETR 3D



Multi-view Images with  
Camera Extrinsic &  
intrinsic

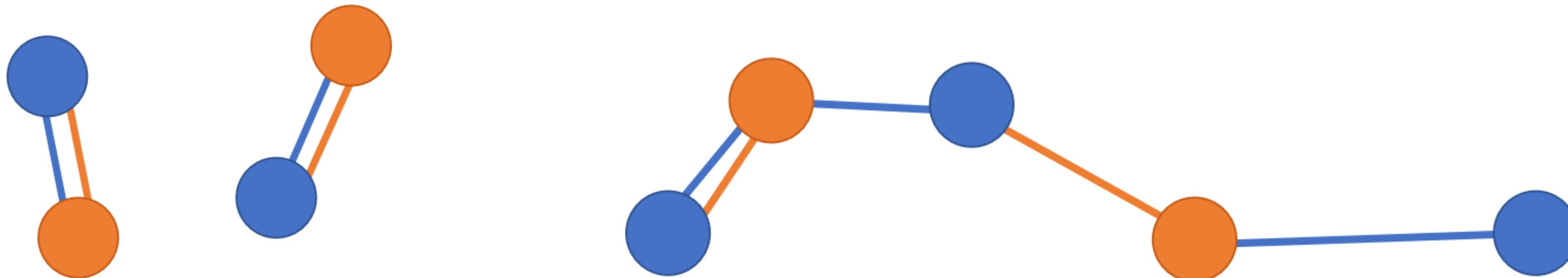




# Loss function for point clouds

**Chamfer distance** is the sum of L2 distance to each point's nearest neighbor in the other set

$$d_{CD}(S_1, S_2) = \sum_{x \in S_1} \min_{y \in S_2} \|x - y\|_2^2 + \sum_{y \in S_2} \min_{x \in S_1} \|x - y\|_2^2$$





# Many more topics in 3D Vision

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- Multi-view stereo
- Structure from Motion
- Simultaneous Localization and Mapping (SLAM)
- View Synthesis
- Differentiable graphics
- 3D Sensors; multi-modal sensor fusion
- Non DL methods in 3DV



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